



			Dice		
Favorite Use	Marks	Skills	Marks	Species	Career
Ancient Texts	1	Academics	d4		d8
		Brawling			
		Climbing*			
		Craft			
		Deceit			
	2	Digging	d6		
		Dodge*			
		Endurance*			
		Gossip			
		Inquiry			
	1	Jumping*	d4		
		Leadership			
		Melee Combat			
		Negotiation			
		Observation			
From the Air	2	Presence	d6		d8
		Ranged Combat			
		Riding			
		Searching			
		Stealth*			
	1	Supernatural	d4	d6	d8
		Swimming*			
		Tactics			
		Throwing			
		Vehicles			
Pranks	2	Weather Sense	d4	d8	

(Marks:One=d4,Two=d6,Three=d8,Four=d10,Five=d12,Six=d12,d4,etc.)
* Encumbered skill (affected by encumbrance)

Gifts	Effect	Page	X	Refresh?
Personality: Earnest	X for bonus d12	66		Respite
Language: Calabrese	Speak common	55	-	-
Local Knowledge: Triskellian	bonus d12 for local stuff	58	-	-
Combat Save	X to negate Dying or Dead	63		Respite
Flight	Extra action usable for flight; flying Stunts	66		Battle
Luck	Get two extra rolls on one die	65		Chapter
Prehensile Feet	Use feet as extra hands, extra save vs failed Climb	68	-	-
Changes Magic Trappings	Start with fate mage gear, exhaust to replace if lost	510¥		Session
Oratory	Bonus d12 for public speaking	59	-	-
Research	Bonus d12 to look things up, full successes for research by rote	76	-	-
Ambidexterity	All hands are main hands	71	-	-
Fusileer's Trappings	Start with sniper gear, exhaust to replace if lost	61		Session
Way of Changes	Exhaust to ready fate magic spell	510¥		Battle
	Stunt to Reason/Scare/Taunt/Trick with bonus d12	510¥	-	-
Blessings of the Changing Way	Assist any action with Supernatural	-	-	-
	Long action to boost a future task	-		Respite

Money:

-
- Orichalks: (x 1/12D)
-
- Denarii: 8 (x 1D)
-
- Quincunx: (x 3D)
-
- Aureals: (x 24D)

Experience: 5 / 15

Spend 4 to buy +1 Skill Mark. Spend 10 to buy a new Gift.

Gear:

Staff, cloth armor, hooded shroud, strange jewelry,
pistol x2, fusil, bullet-mold making kit, gun repair kit, bandolier,
Daopao robe, Jingang wand, As-One-Wishes rod, counting beads Talisman

Notes:

•

Ambidexterity Gift makes your Prehensile Feet as good as main hands, so Fusil-Feet are go!

•

Fusileer's Trappings provides a fusil and two pistols. Grenades will probably need to be bought on a per-job basis.

[Alba's LifePath](#)

Name: Alba



Species	Die	Career	Die	
Albatross	d6	Seer	d8	
Detail		Description	Detail	Description
Habitat		Shore	Age	
Senses		Spot	Gender	♀
Diet		Omnivore	Height	
Weapons		Beak	Weight	
		Claws	Eyes	
Cycle		Day	Pelt	
Distinguishing Characteristics				

Traits

Trait	Die
Body	d4
Speed	d8
Mind	d6
Will	d6

Personal Motto: You Make Your OWN Luck

Goals (up to three)

1.

a

2.

b

3.

Prove that Albatross does not mean bad luck

Battle

Initiative: d8,d6 (Speed & Mind Dice)

Movement

Pace	Calc	Speed
Stride	1	1
Dash	½ Max Speed, +1 if Body>Speed	4
Sprint	Speed die	d8
Run	Max Body + Max Speed + Dash	16
Flying Stride	Stride+3	4
Flying Dash	Dash	4
Flying Sprint	Speed and Weather Sense	d8,d6,d4
Flying Run	Max Body + Max Flying Sprint + Flying Dash + 12	38

Attacks

Attack	Dice	Effect
Fusil	2d8	Damage +3 Slaying, Spark d10
Pistol	2d8	Damage +2 Slaying, Spark d10
Rod	d4	Damage +2, Parry d12
Wand	d4	Damage +0, Weak, Can't Parry
Beak	d6,d4	+1 Impaling
Claws	d6,d4	+1 Critical

Defense

Defense	Calc	Dice
Dodge	Speed + Dodge	d8,d6
Parry	Body + Melee	d4
Counter	Body + Melee	d4
Soak	Body	d4
Armor (cloth)		d4

Damage & Other Status

Cause	Status	Effects	X
any hit	Reeling	penalty d8; no Counters	
1 hit	Hurt	+1 damage	
2 hits	Afraid	cannot attack or rally	
3 hits	Injured	+1 damage	
4 hits	Dying	get first aid!	
5 hits	Dead	beyond mortal help	
6 hits	Overkilled	allies become Afraid	
	Knockdown	disadvantaged, cant retreat	
	Burdened	Dash is zero, limit of d8 to Action Skills	
	Over-Burdened	Burdened, cant run, disadvantaged	
	Unconscious	helpless	

	Sick	Reeling causes Knockdown	
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Healing Quota:

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